

Joe Kuei-Han Chen

Hands-on engineering leader who takes products from prototype to monetization and scale. Built DeepLearning.AI's engineering organization from scratch and a learning platform serving 5M+ registered users. Technical depth spans AI infrastructure, full-stack development, and agent-assisted engineering.

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Work Experience

DeepLearning.AI

2022–Present

Head of Engineering

Taipei, Taiwan / Palo Alto, CA

- Report to founder Andrew Ng; lead engineering, data, security, infrastructure, and incident response; own technology spending and vendor negotiations.
- Built the organization from scratch, personally hiring ~20 people across engineering, product, design, curriculum, project management, and operations; now lead an 18-person engineering team through three engineering managers.
- Built the initial platform prototype hands-on in three months; the platform now serves 5M+ registered users and has supported 100+ course launches.
- Led engineering for the platform's transition from free courses to paid offerings, including persistent sandbox playgrounds, assessments, and certificates.
- Built an LLM API gateway serving 10K+ concurrent users in production (multi-provider routing, fallbacks, quotas, usage tracking, and cost controls) and Jupyter-based infrastructure for hands-on course labs.
- Deliver product updates and urgent fixes hands-on using AI coding agents.

MoPub ([acquired by AppLovin](#))

2021–2022

Lead/Principal Solutions Engineer

San Francisco, CA

- Led and trained the 30-person global solutions engineering team.
- Created and automated the advanced bidding partner certification program using Selenium, BrowserStack, and AWS Device Farm.

Culture Biosciences

2019–2021

Senior Software Engineer

South San Francisco, CA

- Designed and developed firmware and software for custom in-house bioreactors used in pharmaceutical, industrial, and synthetic biology applications, plus a web-based LIMS for fermentation engineers and customers.
- Scaled the Raspberry Pi fleet and AWS services using Docker, Python, Flask, React, TypeScript, and C++.

Cheetah Mobile

2016–2019

Architect, Commercial Solutions

San Francisco, CA / Beijing, China

- Designed monetization strategy and solutions for Cheetah Mobile's app portfolio (600M+ monthly active users in 2016) and Musical.ly (later merged into TikTok); the team was exclusively responsible for Musical.ly's advertising monetization.
- Developed product strategy for commercial teams and designed the architecture of Cheetah's ad-tech systems, primarily real-time bidding (RTB).

MoPub ([acquired by Twitter](#))

2013–2016

Team Lead, Professional Services

San Francisco, CA

- Led the ~12-person West Coast professional services team.
- Developed ad SDKs for iOS (Objective-C), Android (Java), and Unity (C#); worked with clients and sales on integration and optimization.

EAT Club ([acquired by Compass Group](#))

2011–2013

Front-End Software Engineer

Palo Alto, CA

- First engineer: built the consumer-facing desktop and mobile website, the routing algorithm, and operational tools (Python/Django, MySQL, jQuery, Backbone.js).

Earlier roles

2007–2011

- Yahoo!, Analyst/Intrapreneur, Optimization Solutions Development (2010–2011): developed optimization solutions in the Yahoo! and Right Media ad marketplace, generating \$5M+ in incremental revenue.
- Microsoft, Software Development Engineer, Windows Live (2007–2009): built Windows Live Photo Gallery as part of the Digital Memories Experience team.

Advising and Investing

Startup advisor and investor since 2014, including MAX ([acquired by AppLovin in 2018](#)) · Block Party ([acquired by DeleteMe in 2026](#)) · CloudX · Kooapps.

Technical Skills

- **Languages:** Python, TypeScript, C++, Objective-C, Java, C#
 - **Web and mobile:** Next.js, React, React Native, FastAPI, Flask, Django
 - **Databases:** PostgreSQL, MySQL, Redis
 - **Cloud and devices:** AWS, Kubernetes (EKS), Terraform, Helm, Docker, Vercel, Raspberry Pi fleets, bioreactor firmware
 - **AI and data:** OpenAI and Anthropic APIs, LLM gateways, Jupyter, Airflow, AI coding agents
 - **Ad tech:** iOS, Android, and Unity ad SDKs; in-app bidding; real-time bidding (RTB)
 - **Test automation:** Playwright, Vitest, Selenium, BrowserStack, AWS Device Farm
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Education

MIT xPRO

2020

Professional certificate, Principles of Biomanufacturing

Stanford University

2004–2007

B.S. in Electrical Engineering

- HP and Agilent Senior Design Award for an OLPC typing and writing application (Python).

Texas Academy of Mathematics and Science

2002–2004

Early-college program, University of North Texas

- 2004 honors: Barry M. Goldwater Scholar; [Siemens Westinghouse regional finalist](#); [Intel Science Talent Search semifinalist](#).